

FIG.1

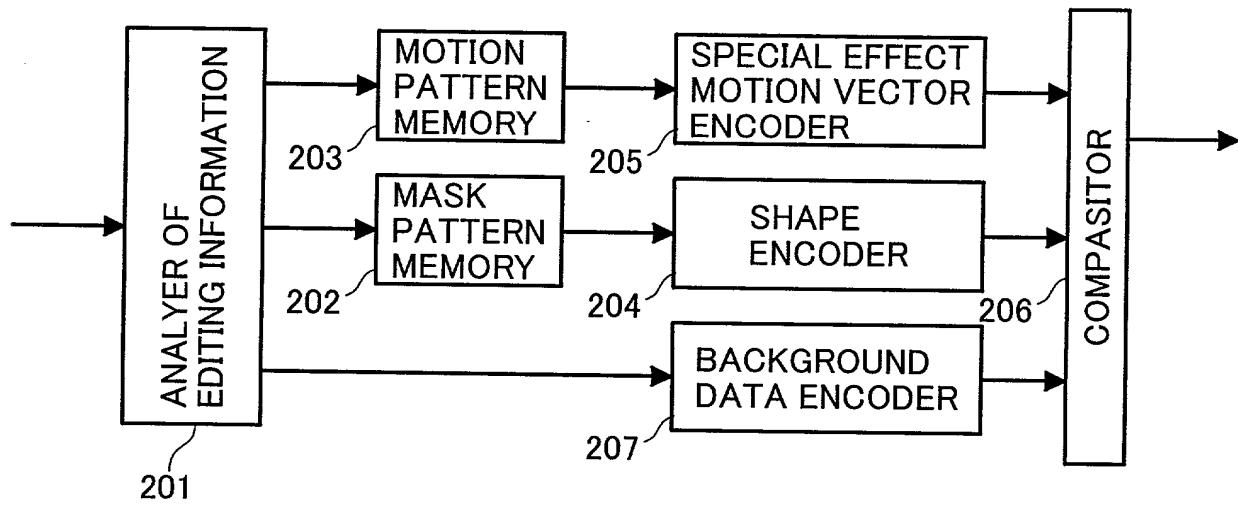


FIG.2

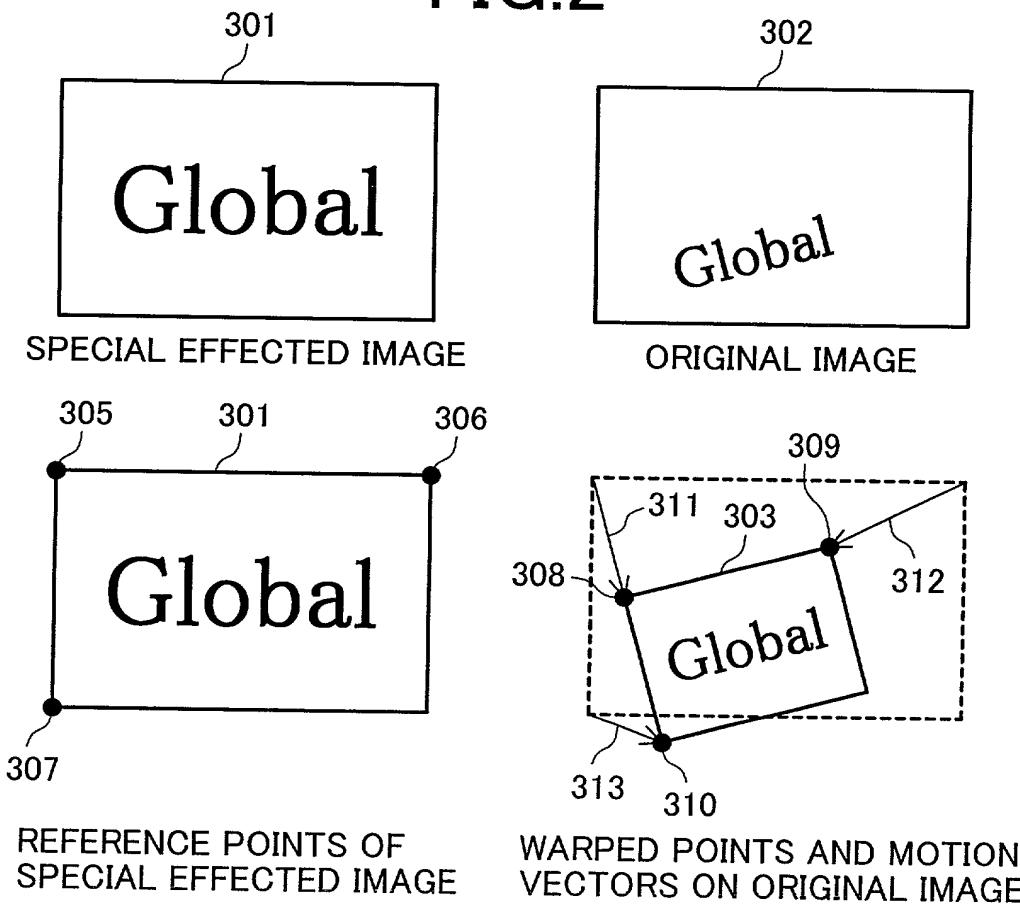


FIG.3

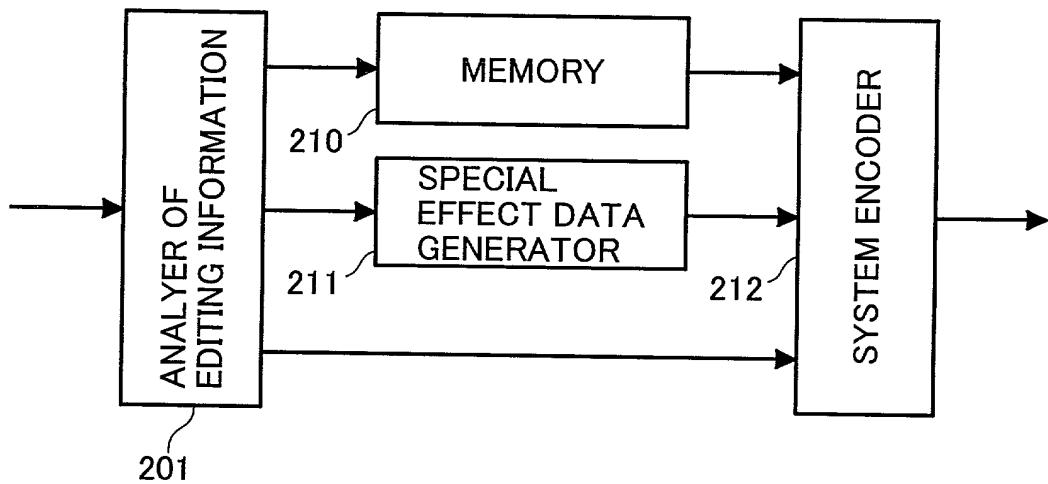


FIG.4

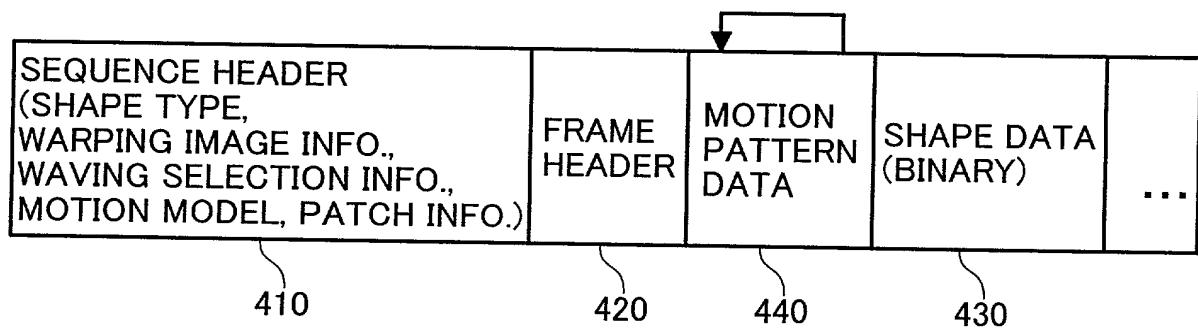


FIG.5

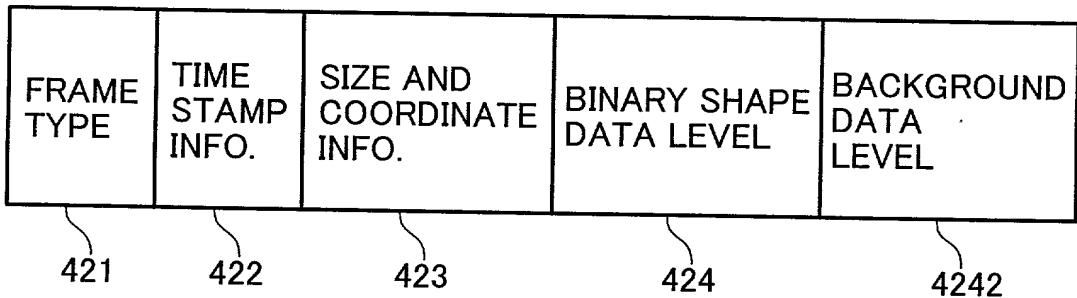


FIG.6

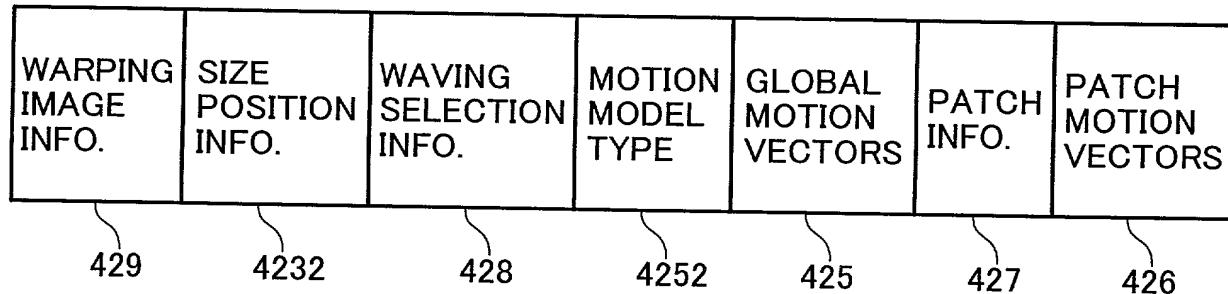


FIG.7

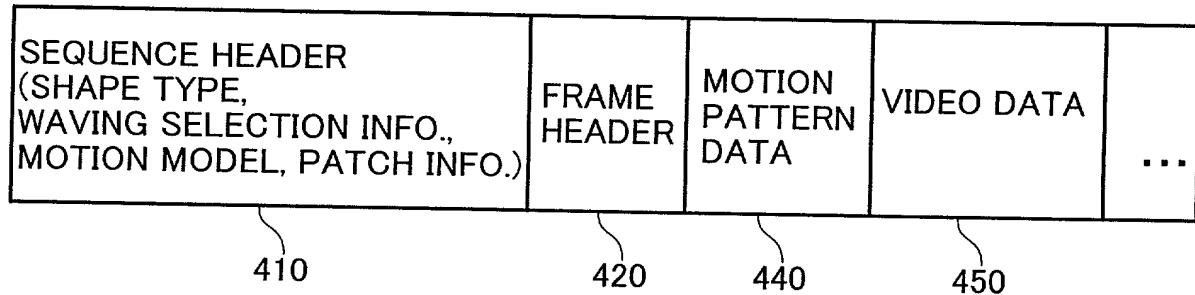


FIG.8

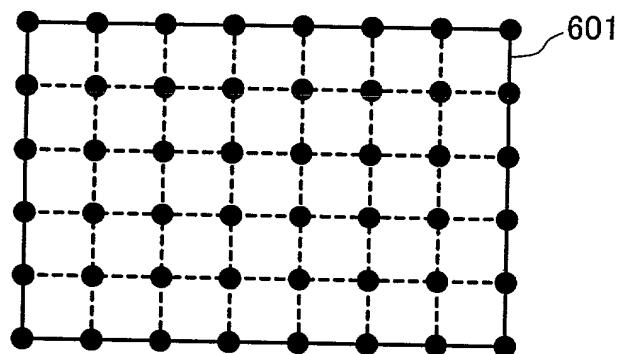


FIG.9

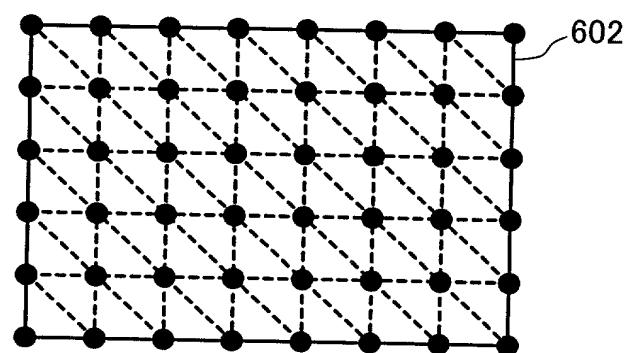


FIG.10

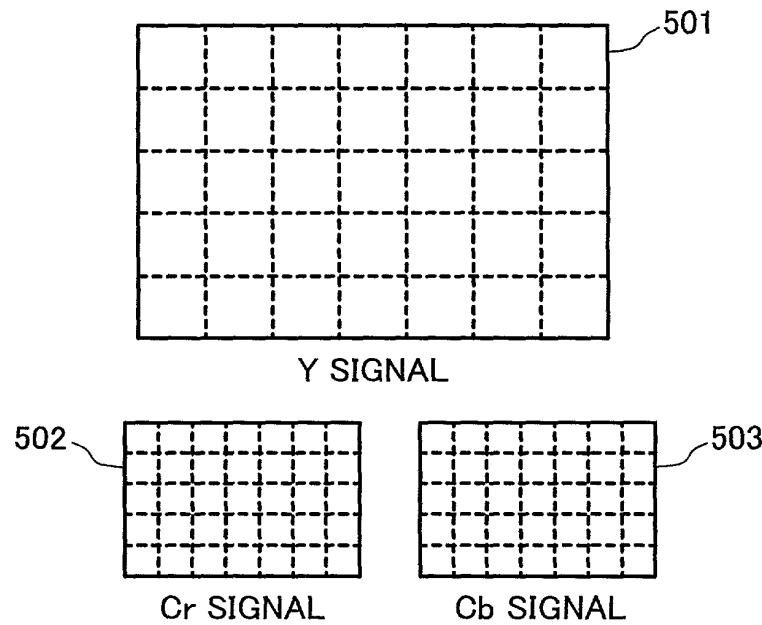


FIG.11

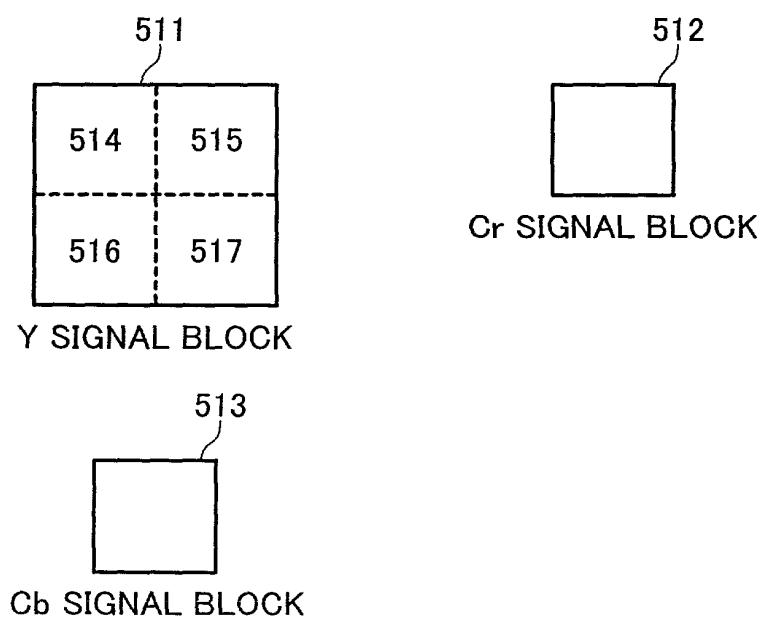


FIG.12

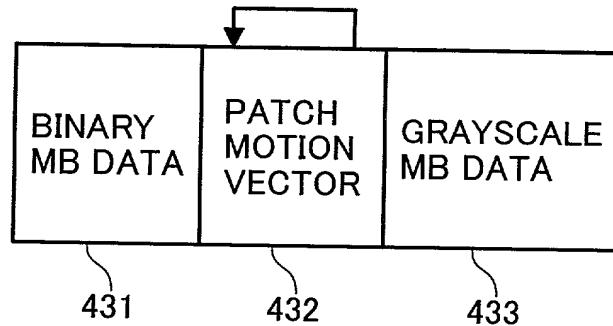
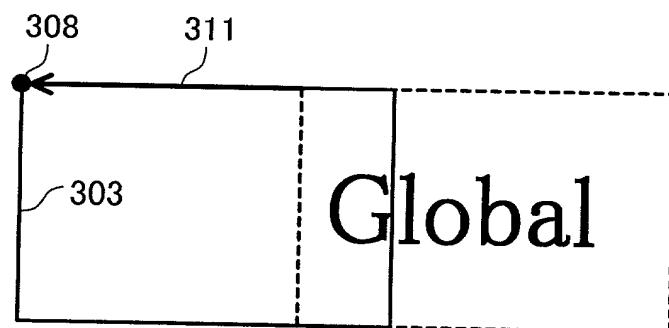
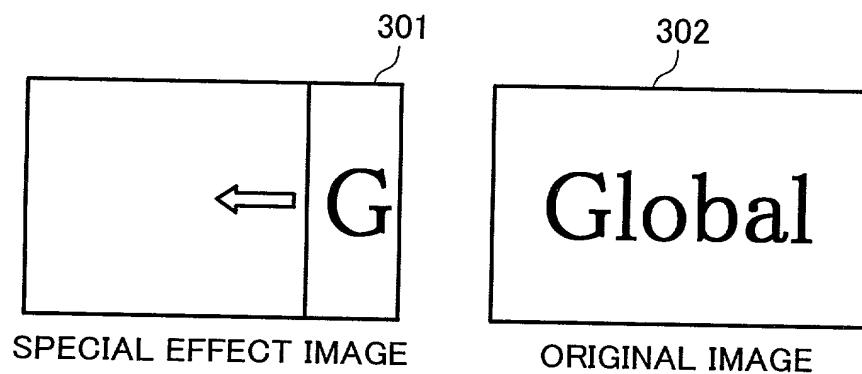
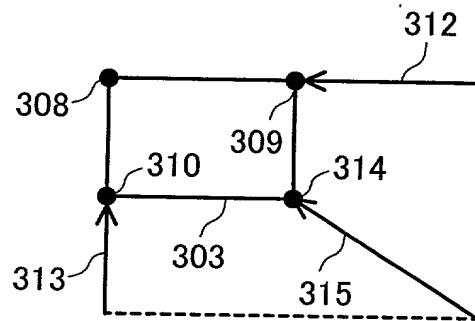
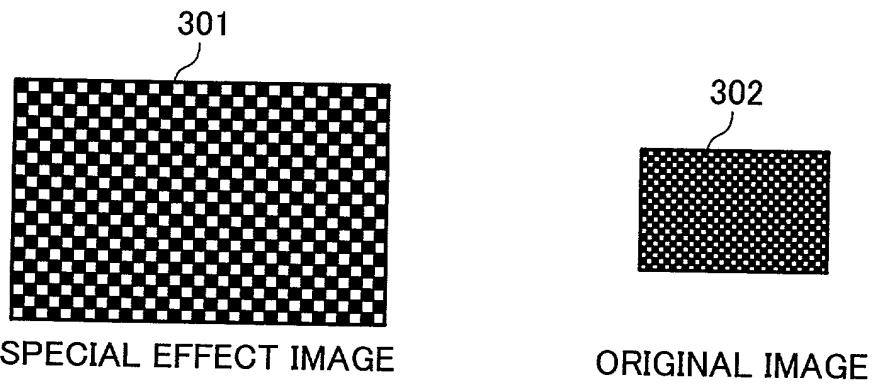


FIG.13



WARPED POINTS AND MOTION
VECTORS ON ORIGINAL IMAGE

FIG.14



WARPED POINTS AND MOTION VECTORS ON ORIGINAL IMAGE

FIG.15

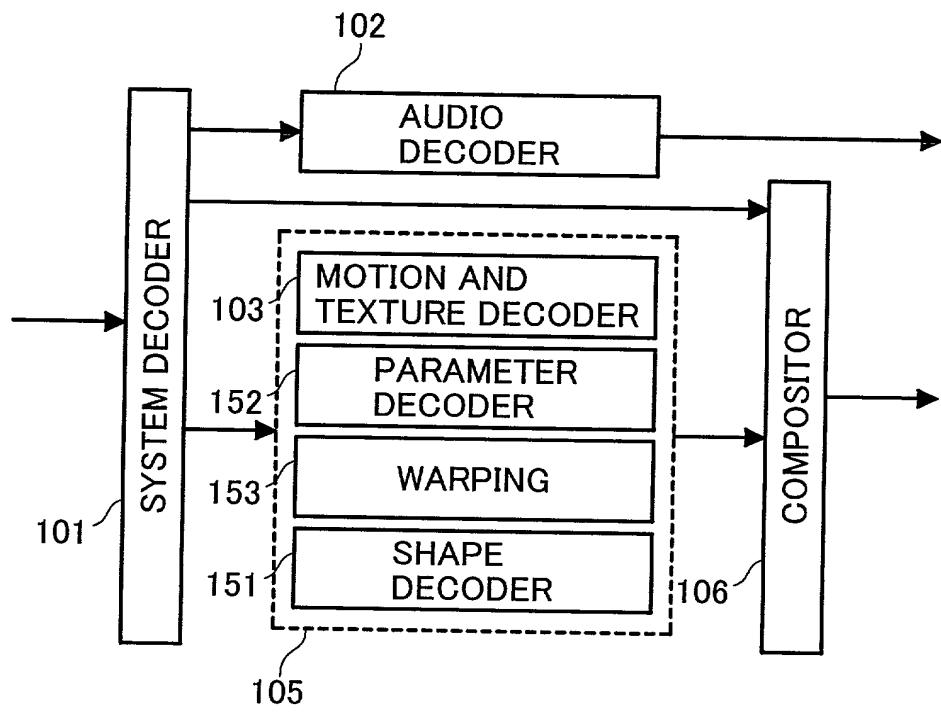


FIG.16

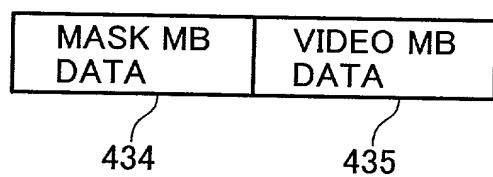


FIG.17

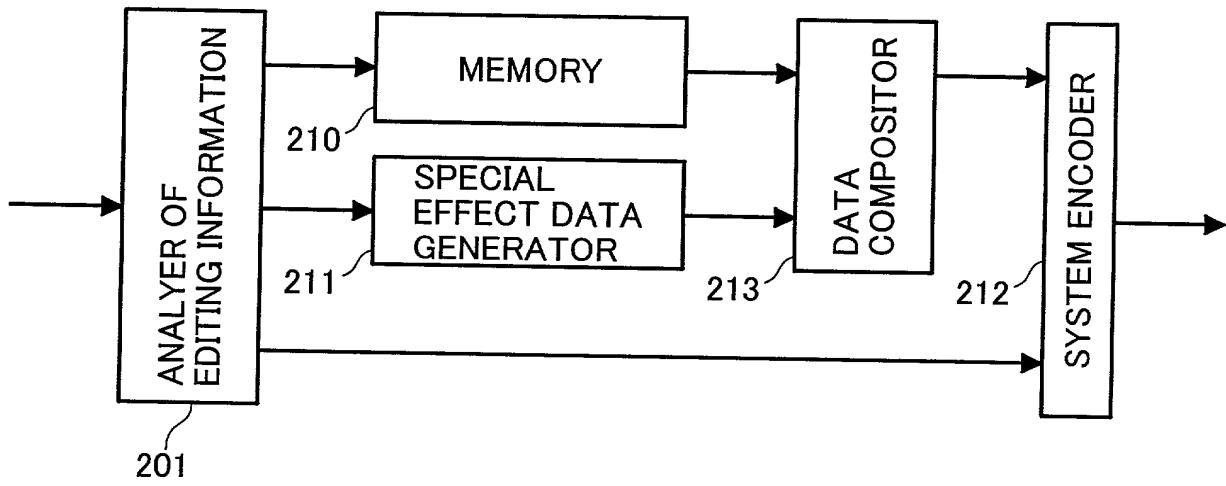


FIG. 18

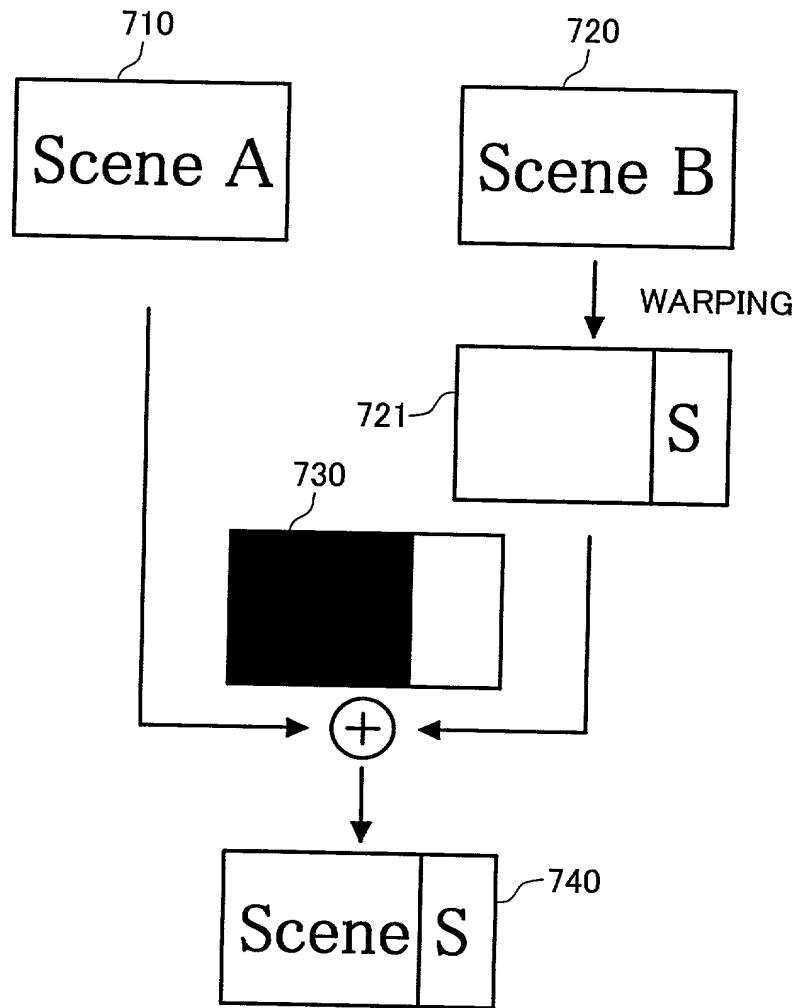


FIG. 19

